

RAT'S SPELL. Part 2.

"Then boil them all with lots of spice."

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THE CAST.

Whisper one of these spells NOW in return for a free turn, then return to back of pack. ONLY repeat one of these three spells!

1. "Heads and toads and tails and rats."
2. "Rats and mice. Rats and mice. Rats and mice.
Breed them for lice."
3. "A thought for a caught wart is worth naught."

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RAT'S SPELL. Part 1.

**"Rats and mice. Rats and mice. Rats
and mice. Breed them for lice."**

If you hear a player whisper this, repeat
Part 2 and take all Rat's TIME, FATE

and CHANCE cards.

You must collect Part 2 of this spell.

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THE WITCH'S BREW.

To taste the Witch's Brew you must land on Anne de Chantraine's gravestone and roll cat's eyes - two 1's - on your next turn. If you succeed, roll one dice and the number you roll is the number of keys you receive.

Return to back of pack after use.

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RAT'S PROTECTION.

If yo are Rat keep this card as it breaks
the Spell and casts it back.

If you aren't Rat, you can exchange this card
with Rat for another FATE card if you have a
WITCH'S TRADE.

Return to back of pack after use.

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ELIZABETH BATHORY cannot harm you if you land on the Vampire's gravestone. If you are Elizabeth you can exchange this card with another player if you have a **WITCH'S TRADE**.

Return to back of pack after use.

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GEVAUDAN cannot harm you if you

land on the Werewolf's gravestone.

If you are Gevaudan you can exchange this

card with another player if you have a

WITCH'S TRADE.

Return to back of pack after use.

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ONLY ANNE DE CHANTRAYE.

Return this card if you are not The Witch but if you are, everytime an opponent lands on your gravestone IMMEDIATELY roll one dice and the number you roll is the number of turns that player **MUST MISS**.

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WITCH'S TRADE.

This card allows you and a player to enter into a trade of spells, or other FATE cards. You trade the part they need for the part or card you need.

To activate this card announce:

“Anybody want to trade?”

Return to back of pack after the trade has been completed.

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THE SPELL OF BLACK THE CAT. Part 2.

“Cause all these chances are mine.”

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PROTECTION.

This protects your CHANCE cards.
If an opponent tries to take them,
show them this card instead.
Return to back of pack after use.

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THE BROOM RIDE.

This card gives you the power to complete two circuits of the graveyard. To activate it you must roll your own number while you are on your own gravestone. If you succeed, you can continue to take turns until you have completed two full circuits. Return this card to back of pack after ride.

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PROTECTION.

This protects your FAKE cards.
If an opponent tries to take them,
show them this card instead.
Return to back of pack after use.

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TOAD'S SPELL. Part 2.

"Crush 'em all and keep 'em in walls!"

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THE WHICH ONE SPELL! Part 2.

"You be me. Could be you. Roll the dice
and let's see who's through!"

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From 43:00 - 44:00.

**Music by Chantelane The Witch
Entertainer**

Human touch of rock 'n' roll has returned.

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ANYTIME

Any player lands on the NIGHTMAZE
square, give them this card with the
message from The Witch:

"Roll one dice and the number you roll
is the number of items you must MISSING!"

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50:45 - 50:55.

You can take a key.

Hammered back it time has expired

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All **III:30.**

WAND, WALK AND RUST have won't give
you one of them this end with
a message from The Witch!

Return the key you have just won OR return to
The BLACK HOLE! The choice is yours!
Warning back of neck if time has expired!

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At 55:45,

SCREW IT AND GET ON IT.
Run every leg you see

Return to track or pack if time has expired.

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At 13:00.

If the pig was too proud to get down on all fours and grunt, take all its CHANCE cards.
Return to back of pack if time has expired.

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At **15:15**.

If a player whispers:

“Peckin’ the Crow! Peckin’ the Crow! Peckin’
the Crow! Tis TIME to go!”

Take all their TIME, FATE and CHANCE cards.

Return to back of pack if time has expired.

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At **07:15**.

If the pig rolled 12, give it this card with this message from The Witch! "TIME to be tortured. Return any keys and cards you have and return to The BLACK HOLE you pig!"

Return to back of pack if time has expired.

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At **08:10.**

SCREAM "CONFESS!" and receive one
free turn for every player you scare!

Return to back of pack if time has expired.

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